Dino Menace Connect

(600-2693) Care and Maintenance Faxback Doc. # 53206

Product Care

To enjoy your Dino Menace for a long time:

- Keep the game dry.
- Use and store the game only in normal temperature environments.
- Handle the game gently and carefully. Don't drop it.
- Keep the game away for dust and dirt.

Modifying or tampering with the game's internal components can cause a malfunction and invalidate it warranty. If your game is not performing as it should, take it to your local RadioShack Store for assistance.

Replacing the Batteries

Your Dino Menace Connect comes with two LR44 button-cell batteries. When the display dims or the game does not work properly, replace the batteries. For the longest life, we recommend high quality silver oxide batteries such as RadioShack Cat. No. 23-115.

WARNING: Keep batteries out of the reach of children. Swallowing a button-cell battery can be fatal.

CAUTIONS:

- Use only fresh batteries of the required size and recommended type.
- Do not mix old and new batteries or different types of batteries.
- Always remove old or weak batteries. Batteries may leak chemicals that can destroy electronic parts.
- Dispose of old batteries promptly and properly. Do not burn or bury them.

Follow these steps to replace the batteries:

1. Use a Phillips screwdriver to remove the screw from the battery compartment cover, then lift up the cover to remove it.

2. Insert the batteries into the battery compartment according to the polarity symbols (+ and -) marked inside.

3. Replace the cover then reinsert and tighten the screw.

Note: If the screen is blank after replacing the batteries, press reset.

Introduction

With the RadioShack Dino Menace Connect, you have your own pet dinosaurs! Keep your pets strong and healthy by feeding and exercising them regularly and making sure they get enough sleep. the game is actually two games in one - you care for each dinosaur separately and connect them to have them compete.

The stronger and healthier the dinosaur, the more able it is to fight the other. Whichever dinosaur wins automatically upgrades to a higher fighting level. The loser might need to retire or take some medicine to recuperate. Dino Menace Connect is recommended for ages 5 and up.

Removing the Battery Insulation Slip

Each Dino Menace comes with a battery insulation slip, to preserve battery power during shipment. To remove the slip, firmly grasp the tab that extends outside the battery compartment cover and pull the slip out of the compartment.

Setting the Clock/Preparing to Train

Set the clock so you and the dinosaur are on the same schedule. After removing the battery insulation slip, follow these steps to set the time.

1. Use a ballpoint pen to press the reset button (next to <). The time flashes on the display.

2. Repeatedly press < to set the hour.

3. Repeatedly press > to set the minutes.

4. Press ENTER to store the time. You hear a short melody and strength symbol appears.

Your dinosaur is almost ready to train. Before it starts training, it needs to warm up. You see the dinosaur's head peeking in from the left and right continuously for about 5 minutes. then the dinosaur walks in and roars while standing in the middle of the screen. When you hear a beep, your dinosaur is ready to train.

Note: To view the clock at any time, repeatedly press < or > until all the icons disappear then press ENTER.

Turning the Sound ON/OFF

Each unit is preset to sound as you play with it. To reach the time display, repeatedly press < or > until all the icons disappear then press ENTER. Press < or > again. The bell icon appears when the sound is on and disappears when the sound is off.

You see the clock with the bee icon, indicating that the sound is on. To turn off the sound, press < or >. The bell icon disappears.

As the Dinosaur's Owner

You are responsible for taking care of your dinosaur. Repeatedly press < or > until you see the symbol for the activity you want.

(Strength icon) (Medicine icon)
(Food icon) (Sleep icon)
(Drink icon) (Competition icon)
(Training icon)

Strength

Strength Level - To see how strong your dinosaur is at any time, press < or > to select (strength icon) then press ENTER. Your dinosaur's current strength level (1 - 5) appears, with 5 being the highest.

Life Level - Press either ENTER or >. You see a heart. This is your life level. The fuller the heart, the healthier and stronger your dinosaur is. (A full heart appears with a life strength of 5.)

The strength and life levels are closely related. To increase the dinosaur's strength level, you must increase its life level. Competition is the only way to increase your dinosaur's life level. (see "Competition," below.)

Continue to press either ENTER or >. As you press the key, you see a break-down of the dinosaur's current fighting strength.

Fighting Power - from (L)ow to (H)igh.

Offensive Power - from (L)ow to (H)igh.

Defensive Power - from (L)ow to (H)igh.

Food and Drink

Press < or > to select (food icon) to feed the dinosaur or (drink icon) to give the dinosaur a drink, then press ENTER. Repeatedly press < or > to select what you want to feed your pet (meat/plant, or power juice/soda pop) then press ENTER.

You can feed your dinosaur meat and power juice (bottle) up to 30 times each day. Plants and soda pop are not limited.

Training

Your dinosaur wants to become a boxer. to train your dinosaur repeatedly press < or > to select (training icon) then press ENTER and select either offensive or defensive training.

Note: For each training session (offensive or defensive), the dinosaur loses one level of fighting power. You can gain fighting power back by giving the dinosaur food or drink.

Offensive - To give your dinosaur offensive training, press < or > until you see: dinosaur and a target on a stick.

Press ENTER again. A target on a stick repeatedly appears from left to right twice before offensive training begins. Then you see the target on a stick in one of three locations (left, middle, or right) on the display. The object is for you to hit the target using a button (<, ENTER, or >) corresponding to the target's location. (For example, press < if it appears on the left side of the display.) If you hit the target at least 4 times, you gain one level of offensive power.

Defense - To give your dinosaur defensive training, press < or > until you see: dinosaur and arrows.

Press ENTER again. An arrow moves from left to right twice and then defensive training begins. Two arrows repeatedly appear on the display. The object is for you to avoid the arrows using a button (<, ENTER, or >) corresponding to a location where there is no arrow. (For example, press < if no arrow appears on the left side of the display.) If y successfully avoid the arrows at least 4 times, you gain one level of defensive power. If you fail, you lose one level of defensive power.

Medicine

When the dinosaur gets sick, you see: (black dinosaur head).

To give your dinosaur medicine, press < or > to select (medicine icon) then press ENTER. You see the dinosaur taking a pill.

Notes: You can choose (medicine icon) only when the dinosaur is sick.

> After you give the dinosaur medicine, its fighting power increases by one if its fighting power is at level 3 or below, and its offensive and defensive power decreases by two levels.

The dinosaur can get sick for these reasons:

- Low Fighting Power - if the fighting power falls to 3 or below for more than 30 minutes.
- Too Much Sleep - if the dinosaur sleeps for more than 2 hours when it is not supposed to be asleep (see "Sleep," below).
- Too Much Food/Drink - if you feed it meat or power juice more than 30 times (each) in one day.

Exercise

In addition to training, your dinosaur must get plenty of exercise. Remember to regularly walk the Dino Menace so it gets exercise. You can either hold the game in your hand, or put it in your backpack as you walk around.

Slide the H/L switch at the back of the game to adjust the sensitivity of your movement. For example, set it to L when you are running or jogging with the dinosaur, or to H when you use the keychain or belt clip to carry the game.

The dinosaur's fighting power increases by one if you walk it regularly. If you do no walk it every hour (except when it is asleep), its fighting power decreases by one level.

Sleep

To stay healthy, your dinosaur must get plenty of sleep. Based on your pet's current life strength level, it automatically sleeps during these times:

Strength Levels	**Sleep Time**
1 - 2	9 PM - 10 AM
3 - 5	10 PM - 10 AM

To put it to bed sooner or wake it up during the day, for example, press < or > to select (sleep icon). Then press < or > to select ZZ (to put it to bed) or the light (to wake it up) and press ENTER.

Don't let your dinosaur sleep too much! During the day, you can let the dinosaur sleep for a total of up to two hours. The dinosaur's fighting power increases by one level for each hour of sleep during non-sleeping hours.

Note: You cannot wake up the dinosaur while it is sleeping at night.

Competition

Your dinosaur can compete with either the computer inside its unit (one player) or with the other unit or it computer (two player). Each time the dinosaur wins a match, its life level increases. After its life level builds up far enough, its strength level increases. (Remember that your dinosaur's strength level is measured on a scale of 1 to 5.)

One Unit

When your dinosaur's offensive and defensive power levels are at mid range or higher, your dinosaur can compete with the computer.

There are three rounds in one-unit competition. If the dinosaur wins two or more rounds, its life level increases by one. If it loses, there is no change in the life level.

To play against the computer, repeatedly press < or > until you see (competition icon), then press ENTER.

Before you begin each round, you have to choose your offensive and defensive tactics.

Tactic	**Beats**
Head Attack	Tail Sweep
Fire Attack	Head Attack
Tail Sweep	Fire Attack

Use < or > and ENTER to select the tactics you want to use for the first round. After you select the final tactic for the first round, the match begins automatically.

Notes:

- After each round, you must select new tactics.
- Each time your dinosaur competes, its fighting power decreases by half. To rebuild it fighting power, give it food or a drink.

- If your dinosaur's strength level is at 3 or above and it wins a match, there is no change in its strength level.

- Your dinosaur must wait 90 minutes (giving it time to gain some strength!) before it can compete in another match.

Two Unit

When your dinosaur's strength level is at three, and it offensive and defensive power levels are mid-range to (H)igh, it has enough training to enter competition.

To play against the other unit's computer, repeatedly press < or > until you see (whistle icon), then press ENTER. Press < to select one-player competition and play against the computer. To select two-player competition and play against the other dinosaur, press > then press ENTER.

There are five rounds in competition. Before you begin each round, you have to choose your offensive and defensive tactics. (See "One-Unit Competition," above to select your tactics.

If you selected one-player competition, press ENTER to start the match.

If you selected two-player competition, enter your tactics and connect the units by pushing up the yellow tabs at the back of one unit until the metal connectors are extended, then insert each connector into the hole on the other unit.

After connecting the units, press ENTER and the first round starts. If a dinosaur wins three rounds, its life level automatically increases.

If you selected two-player competition, the display shows who wins after loser's offensive and defensive power at the end of the game. If the winning dinosaur's strength level is at 5 when the game is over, you see it get a medal. The loser's display shows RETRY. (See "Training a New Dinosaur," below.)

Notes:
- After each round, you must select new tactics.
- If the dinosaur wins one-player competition, there is no change in its offensive and defensive power.

Training a New Dinosaur

When your dinosaur gets too old (after 10 days or more), or it loses a match with the other dinosaur, RETRY appears. This means it is time for you to start over and train a new dinosaur. Use a pointed object (such as a straightened paper clip) to press the reset button.

The preset time flashes on the display. Reset the clock and start training your new dinosaur!